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● PRINTER RUSH ● (PTO ASSISTANCE)

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accidentally referencing the wrong resource. In addition, if resource identifiers are lengthy, user must provide significantly more manual graphical user interface operations (e.g., scrolling to identify simple names) to properly reference resources.

Conversely, embodiments of the present invention provide unique resource identification, naming, grouping and referencing techniques that an operating system and/or a software application using a graphical user interface can employ to significantly overcome many of the problems of conventional graphical user interfaces used for management of resources in a computer system, data storage, or computer network environment. Preferred embodiments of the invention operate within a management station computer system such as a storage area network management station. Such a computer system can operate, for example, a resource management application that provides the graphical user interface and resource representation techniques and mechanisms as explained herein.

In particular, the system of the invention provides method embodiments which operate in a computer system having a memory system and a display that displays a graphical user interface for management of network resources. The method embodiments operate to represent one or more resources in a computing system environment. One such method embodiment comprises the steps of creating an object to represent a resource in the computing system environment. A user of the computer system may instruct the management software to create the object, or alternatively, the management station may be configured with software that can "discover" resources that are capable of being managed and can create objects for each discovered resource. The details of the process of discovering resources that can be managed, for example, within components that exist within a storage area network environment is the subject of a co-pending patent " having US Serial No. application entitled " and which is assigned to the Assignee of the -filedpresent invention. The object that is created according to this method is generally an instantiation of a data structure, such as an instantiation of a Java or C++ class, that

contains data definitions and methods that describe the resource that the object

30 represents.